Disney's

PK
Out of the Shadows

EVERYONE

CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

Disney Interactive

Ubi Soft Entertainment

www.ubi.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

STARTING THE GAME 2

THE CONTROLS 3

THE MENUS 5

SELECTING THE LANGUAGE 5

START MENU. 5

PAUSE MENU. 5

LOADING AND SAVING 6

LOADING AN EXISTING GAME 6

SAVING A GAME 6

THE STORY 6

THE CHARACTERS 7

GAME RULES 10

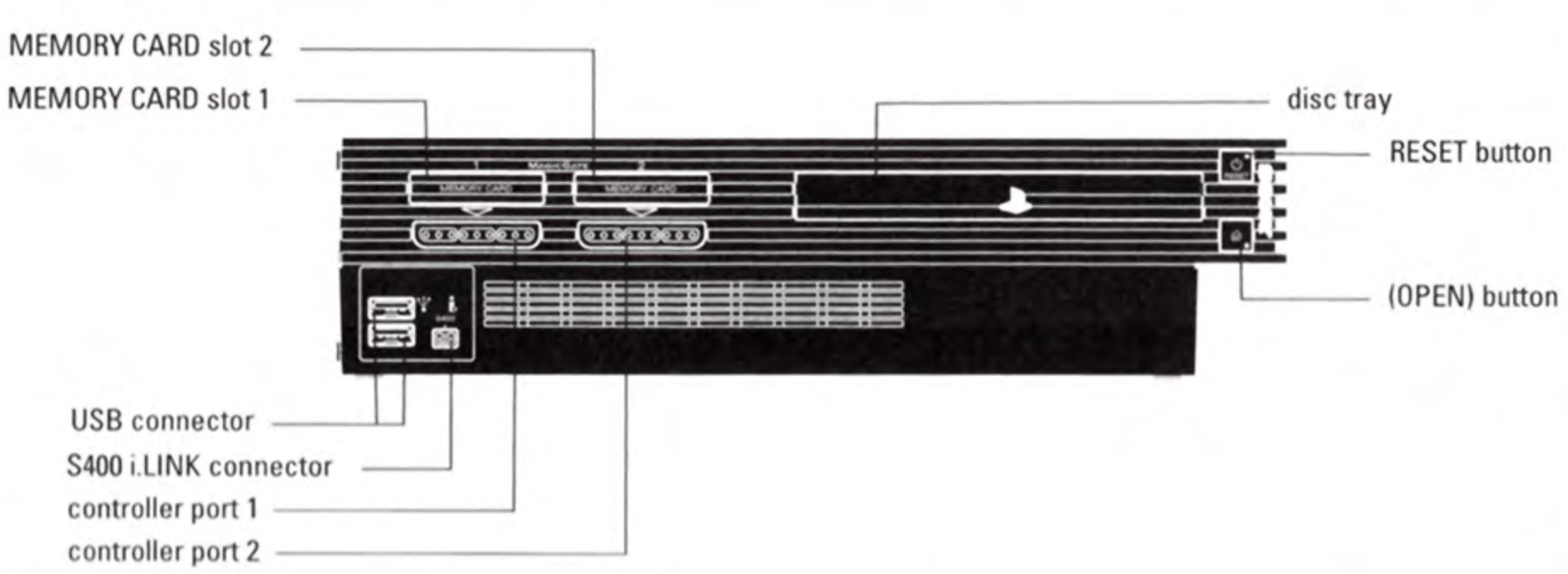
GAME INTERFACE 10

CREDITS. 12

TECHNICAL SUPPORT 15

WARRANTY. 17

STARTING THE GAME

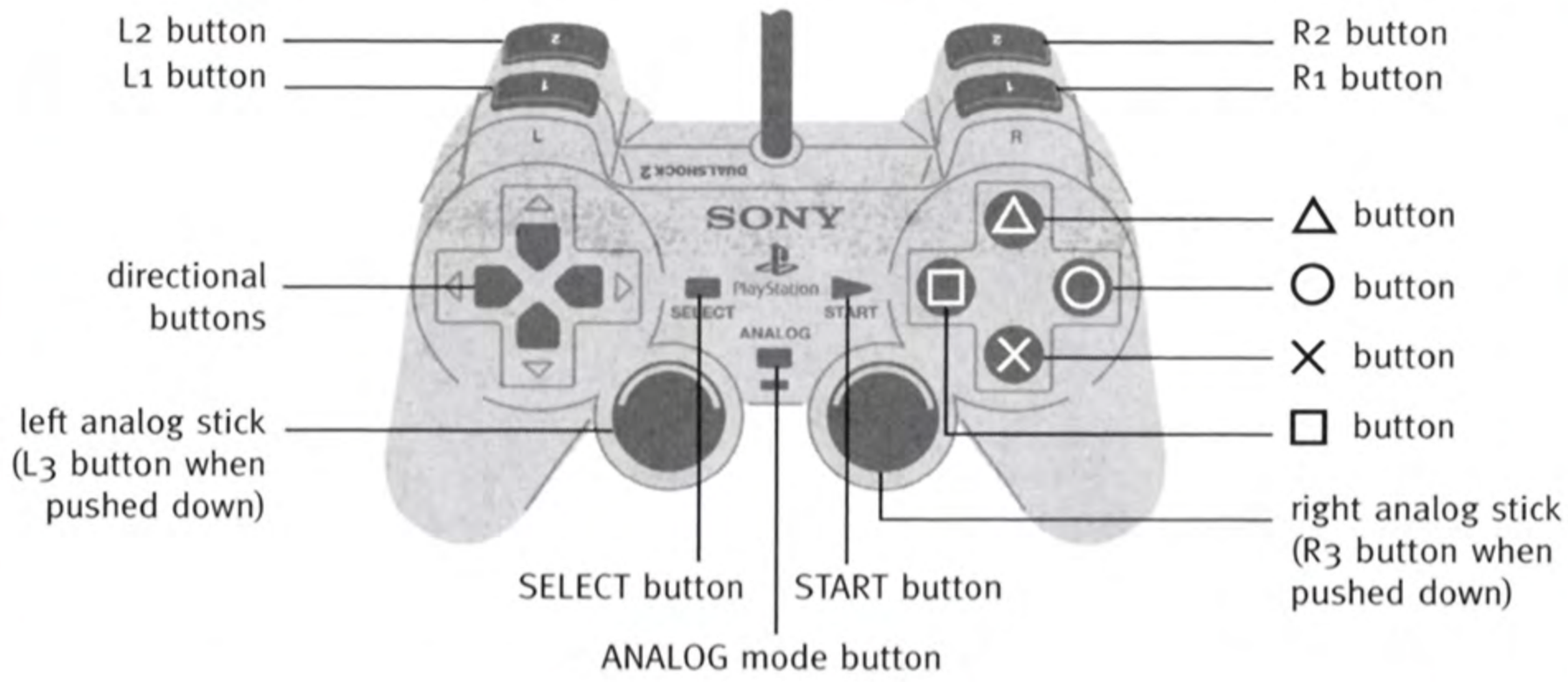


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the Disney's PK disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

Caution: You are advised against inserting or removing peripherals once the power is switched on.

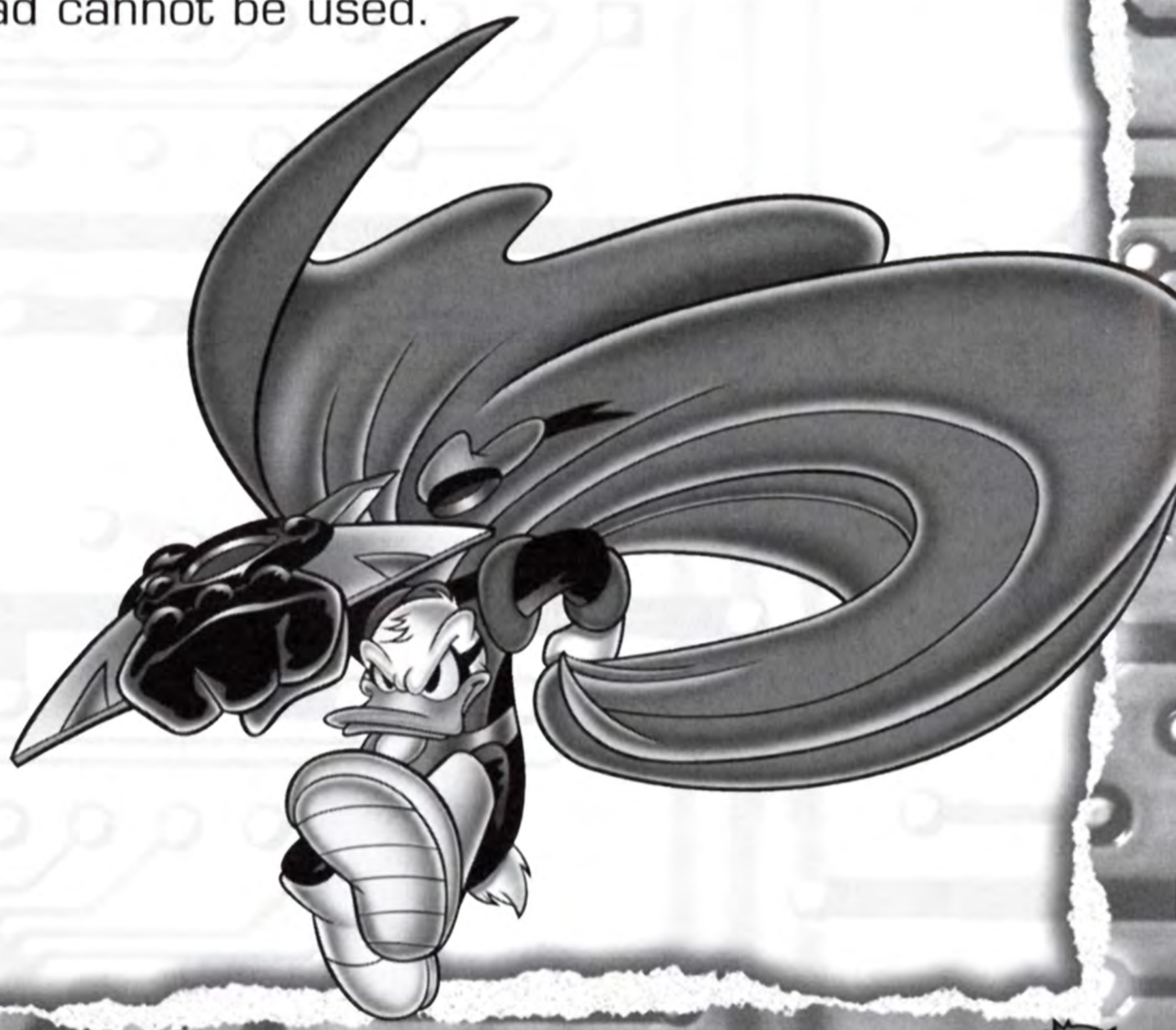
THE CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER



You can select the control settings that best suit you via the Options Menu/Control settings. You can access 4 different settings. Configuration 1 will be available by default.

NOTE: Disney's PK supports the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller. The digital pad cannot be used.



THE CONTROLS

R1 BUTTON • **PK Sight** • **Camera Movement**

Use the R1 button to look at the world through PK's eyes. This function is not always available.

R2 BUTTON • **Targeting**

Press and hold the R2 button to engage the X Transformer's Target-Lock.

X BUTTON • **Jump** • **Propulsion Jump**

Press the X button twice to activate the Propulsion Jump. Use this to extend a single Jump, and possibly float to other areas.

□ BUTTON • **Fire** • **SuperCharge**

Press the square button to use the X-Transformer's weaponry. After acquiring the X-Transformer's SuperCharge power, **press and hold** the square button to use the SuperCharge. If PK's health is low, the SuperCharge will not function.

○ BUTTON • **Change Costume**

If PK receives a new Costume, press the circle button to change costumes. Be on the lookout for a new Costume, as it may have special powers!

RIGHT ANALOG STICK • **Switch Target**

Use the right analog stick to switch between targets while the Target-Lock is engaged.

START BUTTON • **Pause Menu**

The Pause Menu can be accessed any time during the game.

In all the menus, the directional buttons and the left analog stick are used to choose between different options. The button confirms your choice and allows you to access the next menu.The triangle button takes you back to the previous menu.

THE MENUS

SELECTING THE LANGUAGE

The language can be selected when you start the game. Select the language using the left analog stick or the directional buttons in the Select Language Menu. Confirm your selection by pressing the X button.

Once you have selected a language, you must quit the current game in order to select a different language.

START MENU

New Game: Start a new game.
Load Game: Load a saved game.
Sound: Access the sound options.
Vibration: Activate or deactivate the vibration function.

PAUSE MENU

You can interrupt the adventure at any time during the game by pressing the START button. You will then have access to the following options:

Continue: Continue the current game.
Restart Level: Restart the current level or select another level. This will be very useful when rescuing the scientists, as you can also see how many scientists you need to rescue in each level.
Sound: Access the sound options.
Vibration: Activate or deactivate the vibration function.
Quit Game: Quit the game and go to the Select Language Menu.

LOADING AND SAVING

You can load and save when the memory card (for Playstation®2) is correctly inserted in the MEMORY CARD slot 1.

LOADING AN EXISTING GAME

You can load an existing game file if you have a memory card (for Playstation®2) on which Disney's PK: Out of the Shadows has been saved.

1. On the Start Menu, select Load Game.
2. Choose the adventure you want to load using the directional buttons or the left analog stick.
3. Then confirm your choice by pressing the X button.

SAVING A GAME

Disney's PK: Out of the Shadows has an Auto Save Feature. At the end of each level, the game is saved, but only if you have created a saved game in the Start Menu.

THE STORY

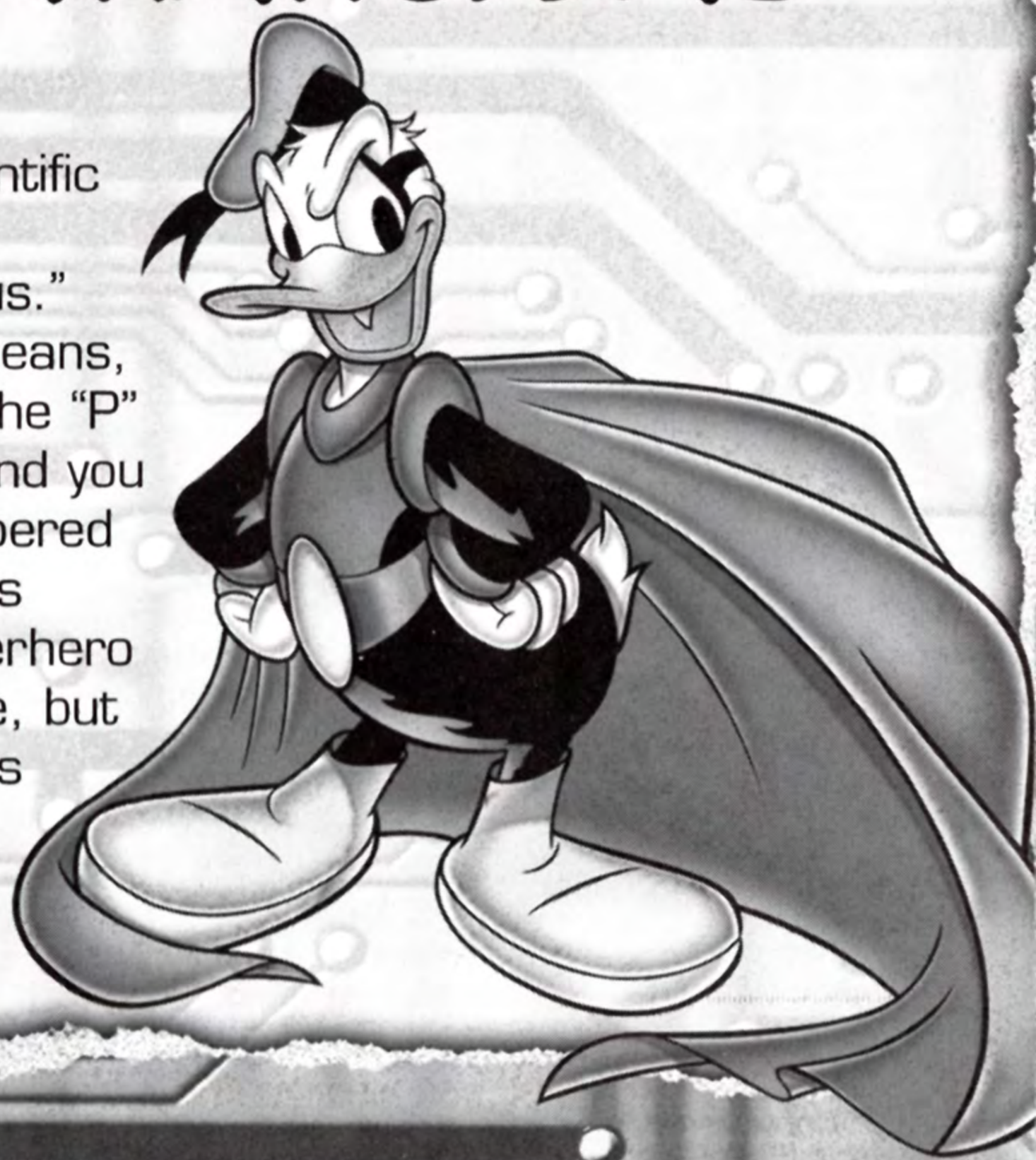
Hired as a security guard at Ducklair Tower, a building Uncle Scrooge has recently bought, Donald Duck is discovered by Computer One, a super-computer in need of some help. This chance encounter marks a turning point in Donald Duck's life. With the help of Computer One's genius, Donald is equipped with advanced cyber-gadgets, and outfitted in a hero's costume. Donald becomes PK - a real super–hero who needs a lot of real training!

But before PK can start training, Computer One's alarms go off, and PK has his first mission (and some on-the-job training). It seems that the Evronians, a warlike race of aliens, are searching for worlds to conquer and they've chosen their next target: EARTH. Only PK has any chance of stopping the Evronians, and saving Earth!!!

THE CHARACTERS

PK

PK stands for the scientific Latin classification "Platyrhynchos Kineticus." Translated loosely, it means, "Duck of Energy." Put the "P" and the "K" together and you have "PK." As hot-tempered and comical as his alias Donald Duck, this superhero is not excessively brave, but he is courageous. PK is Donald, out to prove that he can really make a difference (with a little help).

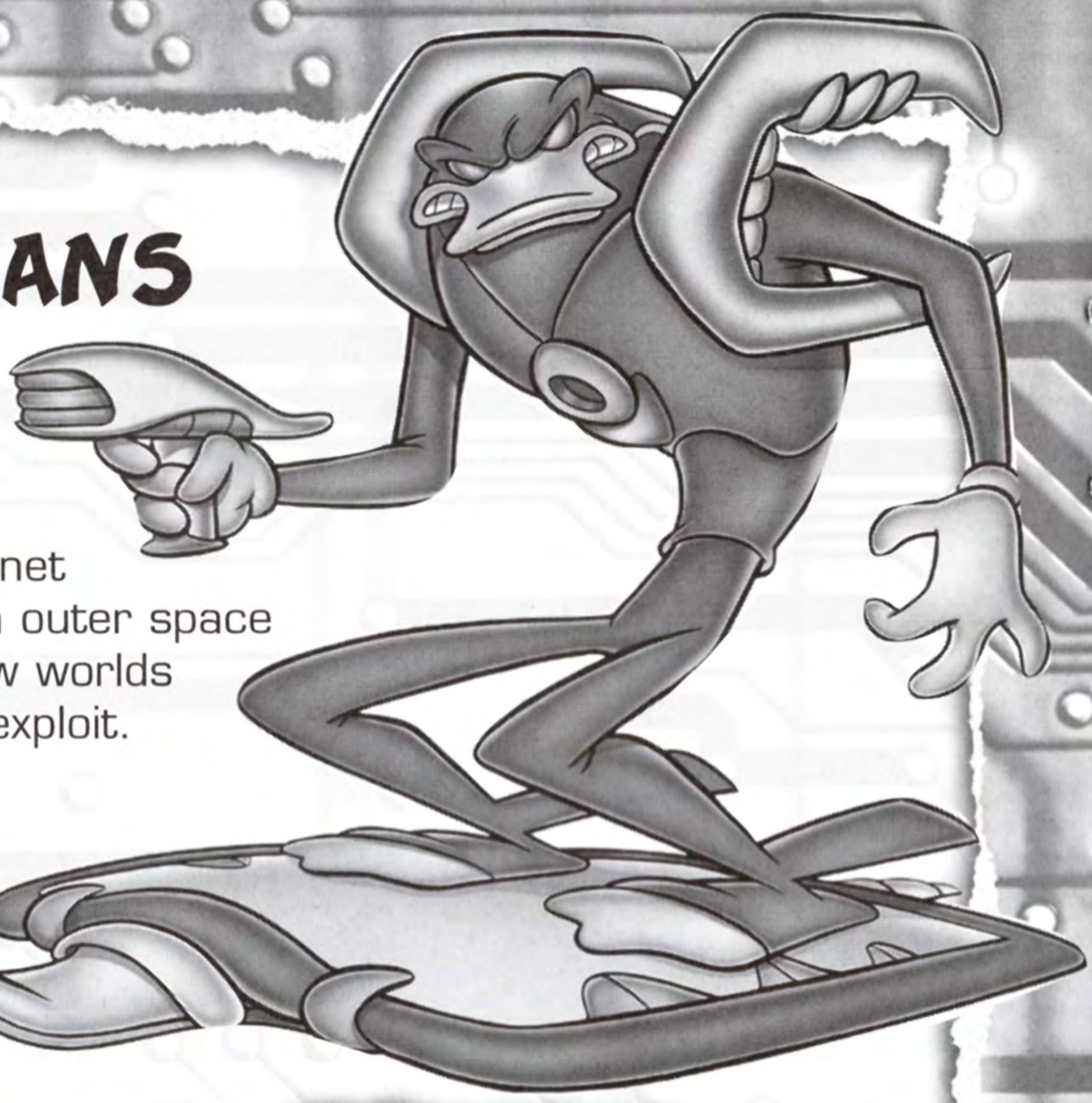


ONE

One is an extraordinary super-computer who can create the most amazing gadgets, but because he is a computer, he needs a "hand" to help defend the world from danger. PK becomes this helping "hand."

EVRONIANS

Expansionist and warlike, the Evronians live on Evron, a semi-artificial planet traveling through outer space in search for new worlds to conquer and exploit.



ZOSTER

Zoster is a scientist with a thirst for power. He often chooses solutions which seem to comply with the orders received, but actually suit his own purposes.

ZONDAG

Zondag is the Evronian officer leading the attack on Earth. One hundred percent committed to his duty, Zondag's job is to conquer this lowly planet and crush anyone who stands in his way.

COOLFLAMES

Those who are robbed of their feelings, emotions, and intelligence by the Evronians are turned into "Coolflames" – submissive, obedient slaves not smart enough to perform complex tasks, but they can wield weapons easily enough.

GAME RULES

PK needs to destroy the Evronians and rescue all the Scientists held captive. After PK rescues at least 40 of the Scientists, he will be able to reach the final battlefield...The Evronian Mothership. This will be PK's toughest challenge, and his only chance to save Earth!

GAME INTERFACE

1. Health Bar (Energizer Meter)

This meter tracks PK's energy level. It also shows whether or not PK has enough energy to use the X-Transformer's SuperCharge function. In addition, it shows which type of ammunition the X-Transformer is using and how much ammunition is left.

Note: The X-Transformer automatically uses the most powerful ammunition first, so be careful not to waste any upgrades. The Glowing Green dots located on the lower left of the Energizer Meter keep track of each X-Transformer upgrade PK collects during his adventure.

2. Scientist Icon

This indicates how many Scientists PK has rescued in the current level. Every level has 6 Scientists needing to be rescued (with the exception of the Evronian Mothership and the Boss Battles). Remember, you need to rescue at least 40 Scientists to gain access to the final stage, the Evronian Mothership.

3. Scientist Timer Icon

One of PK's most important objectives is to rescue the Scientists. The real challenge for PK is that the Evronians don't want to let that happen. Therefore, PK only has a limited amount of time to rescue the Scientists, once the Evronians find out that PK is close. This timer pops up and shows PK how much time he has left to save the Scientists before the Evronians warp them back to the Mothership. It also lists the amount of Scientists that are in PK's tracking range. If PK runs out of time, he will need to come back later and try again.

4. Activation Star Icon

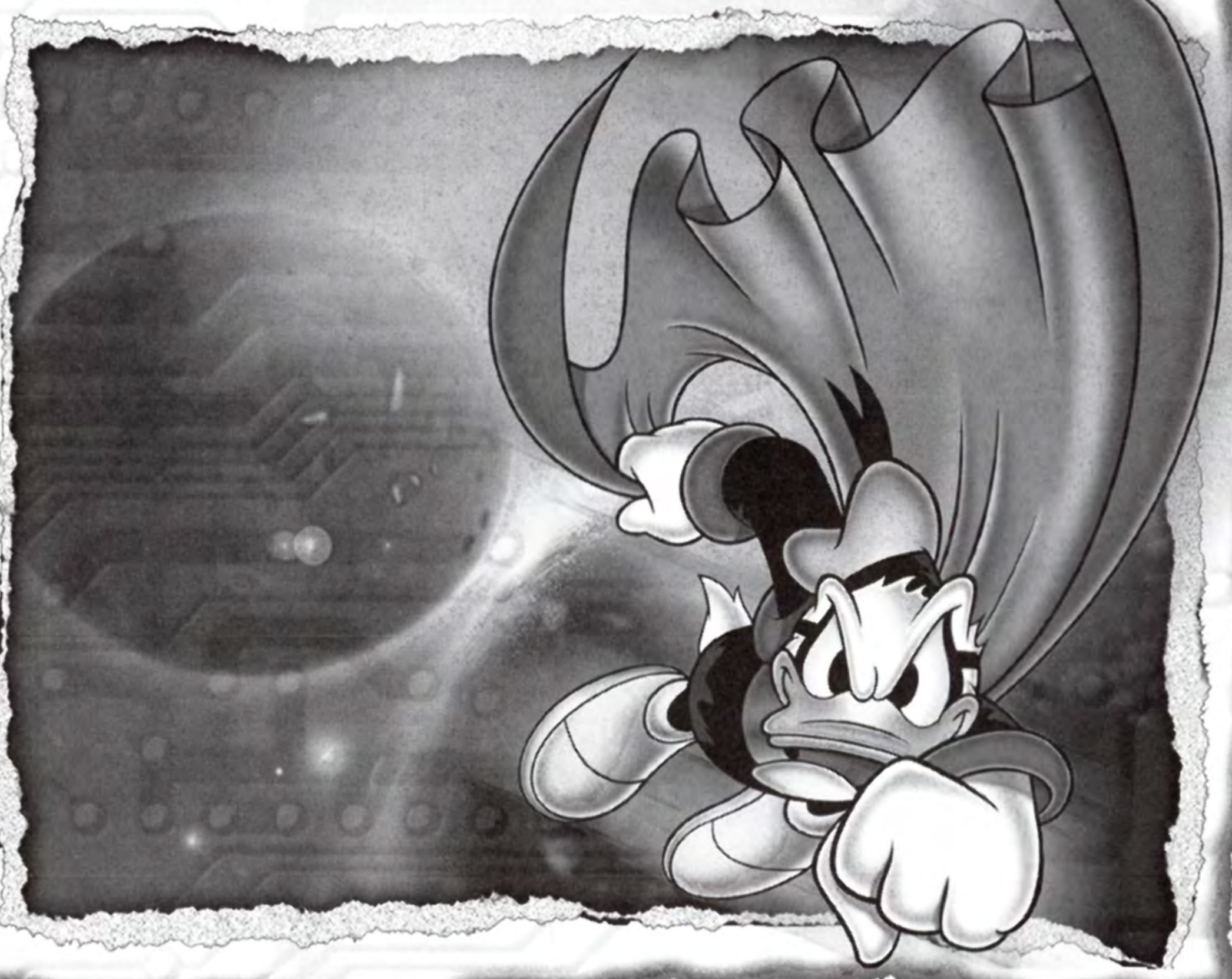
This indicates how many Activation Stars PK has collected. The Activation Stars enable PK to activate the Teleport Stations (checkpoints). PK needs 15 Activation Stars to activate each Teleport Station.

5. Remote X-Transformer Icon

One of the X-Transformer's most useful upgrades is REX (the Remote X-Transformer). Once upgraded, PK can send REX into small openings that PK cannot fit into. While in flight, REX can turn, strafe, and even fire lasers at obstacles inside these areas.

6. Mission Report

At the end of each level, Computer One provides PK with a mission report. This mission report updates PK on his progress. It indicates how many Scientists have been rescued, how many still need to be rescued, and how powerful the X-Transformer has become.



CREDITS

PRODUCER
Abdelhak Elguess

ASSOCIATE PRODUCER
Brahim Laaouina

Lead Game Designers
Jason Arsenault
Mustapha Mahrach

Lead Level Design
Mehdi Daou El Makane

Level Designers
Abdelwahed Benyahya
Mounir Riday
Yassine Lahrichi

Boss Designer
Brahim Soufidi

Lead Programmer
Salaheddine Essediki

Programmers
Boujemaa El Hiba
Hassan Boulmarouf
Lhoucine Khabir
Mohamed Chahine Imakor
Mohammed Elghaouat
Mounir Masreni
François Queinnec
Olivier Didelot
Dominique Duvivier
Mohamed Saddoune

LEAD INFO DESIGNER
Abderrazzak Elkaouni

Info Designers
Idir Boumahdi
Imad Bakioui
Said Azza
Said Fellah Semlali
Jean-Baptiste Viney
Mounir Bahije
David Mossaz
Abdelhak Rarsallah

ART

Art Leader
Gabriel Villatte

Art Director
Salah Eddine Serrar

SFX Director
Youssef Daou El Makane

Graphics
Christophe Dur
Fatima Salhani
Mohamed Gambouz
Mostafa El Goud
Omar Bouhmadi
Ouafae Taame
Reda Amarti
Sanaa Mejjadi
Younes El Guerrab
Sophie Cleyet Marrel

ANIMATION

Animation Leader
Fouad Jeniani

Character Design
Abdellah Tejjaj

Animators
Sabir Sabbani
Youssef El Aakouchi
Anne-Hélène Cousseau
Mohamed El Youssoufi
Sarah Phillipe

SOUND

Sound Design Leader
Mohamed Rabia

Sound Integration
Zakaria Ahmed Belfarah

VOICES

Sound Effects by
Big Wheels Studio,
Frederic Devanlay

Music Composed, Arranged and Performed by
Daniel Masson

Mixed by
Daniel Masson at Jungle Line Studio - France

Cinematic Mixed by
Martin Dutasta at Ubi Sound Studio - France

Data Management
Jamal Rguigui

CINEMATICS
Ubi Cinematic Montreal

Director
Valérie Pouyanne

Production Manager
Marianne Souliez

CREDITS

LOCALIZATION
Jean-Sebastien Ferey

Local Test
Najib Icharmad
Tarik Tiktik

Test Leader
Yanick Beaudet

Testers
Miguel Canepa
Max Bricault
Martin Hamel
Frederic Ouellet
Simon Martel
Luc Plante
Katia Audet
Stéphane Charbonneau
Pierre-Yves Savard

STUDIO MANAGERS

Development
Iskander Y. Elhaimer

Game Design
Vincent Monnier

Graphics
Stéphane Huguet

Animation
Fouad Jeniani

STUDIO GENERAL MANAGER
Vincent Minoué

CEO
Yves Guillemot

INTERNATIONAL PRODUCTION DIRECTOR
Christine Burgess-Quemard

INTERNATIONAL CONTENT DIRECTOR
Serge Hascoet

INTERNATIONAL CONTENT MANAGER
Benoit Galarneau

APPROVAL COORDINATORS
Nikola Milisavljevic
Willie Wareham

SOUND PRODUCER/ CREATIVE MANAGER
Sylvain Brunet

SOUND DESIGN PRODUCER
Christine Chosson

Special Thanks to
Stéphane Faureau; Rayman Arena and Rayman 3 Team, especially Ahmed, Francois, Olivier, Dominique, special thanks to Lucian Rowe; Hanane Sbai, Frederic Decreau, Nicolas Meyer, Isabelle Prévost, Cedric Morel, Francoz, Mathieu Pavageau, Dominique Dumont, Christophe Roguet

Special Thanks to
Accademia Disney ... to Anne Villeneuve, and Nicolas Aitoro

MARKETING

EUROPEAN MARKETING

EMEA Marketing Team
Laurence Buisson-Nollent
Lidwine Vernet
Chloé Phelizon

US MARKETING

President
Laurent Detoc

Vice President of Marketing
Tony Kee

Vice President of Development
Bret Barry

Group Brand Manager
Mona Hamilton

Brand Manager
Stephanie Bond

Public Relations Manager
Carol Quito
Sean Kauppinen

Consumer Public Relations Manager
Tyrone Miller

Vice President of Creative Services
Allen Adler

Creative Director
Melissa Wilks

CREDITS

Graphic Design (U.S. Packaging Design)
David Herman
Picture Plane Imaging

Director of Promotions and Media
Jill Steinberg

Manager of Promotions
Jag Kanda

Associate Promotions Manager
Alison Moy

Media Planner
Pete Jacobs

Web Marketing Manager
David Macachor

Channel Marketing Manager
Aaron Levin

VP of Marketing Services
Randy Gordon

Director of Marketing Strategy
David Bamberger

Director of Brand Development
Michael Betti

Special Thanks
Laurent Detoc
Jay Cohen
Megan Byrne
Willie Wareham
Danny Ruiz
Brigham Stitt
Jenna Dawson
Sarah Berridge
Pascal Bonnet
Derrek Peel
Marc Fortier
Rich Kubiszewski
Jenifer Groeling
Katrina Medema
John Hartsfield
Eileen Cislak

DISNEY INTERACTIVE

Producer
Luigi Priore

Character Art Direction
Ken Christiansen

International Production Supervisor
Sonoko Ishioka

Director of Marketing
Bob Picunko

Associate Marketing Manager
Nichol Bradford

With the Voice Talents of
Tony Anselmo
Robert Davi
James Horan
Tress MacNeille
Rob Paulsen
Danny Rutigliano
Russi Taylor

Disney Character Voices
Doug Carrigan
Randy Coppinger
Rick Dempsey
Beth Glenday
Rita Kedineoglu
Vicki Rondou

Special Thanks to
Dan Winters
Fritz Bronner
Tami Webster
Guido Frazzini
Pat Larkin
Peter Wyse
William 'Chip' Beaman
Aurelie Guerin
Carole Degoulet
Térence Mosca-Toba
Stéphan Gonizzi
And the entire DI console games group.

And a Very Special Thanks
to the Italian magazine team of Disney Publishing Worldwide and to Accademia Disney.

© Disney. ©2002 Ubi Soft Entertainment. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft Entertainment Inc. All rights reserved.

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, **http://support.ubi.com**. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:
Disney's PK: Out of the Shadows

Contact Us Over the Internet
This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com/**.

Contact Us by E-mail
For fastest response via e-mail, please visit our website at:
http://support.ubi.com/

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest e-mail response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your e-mail depending upon the volume of messages we receive.

Contact Us by Phone
You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above at hand. Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am–9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. E-mail issues usually receive a response within 2 busi ness days.

Contact Us by Standard Mail
If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

Return Policy
Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

NOTES

WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

Limitations:

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice:

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

Refunds:

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product / Documentation Replacements:

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

Within the 90-day warranty period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-day warranty period:

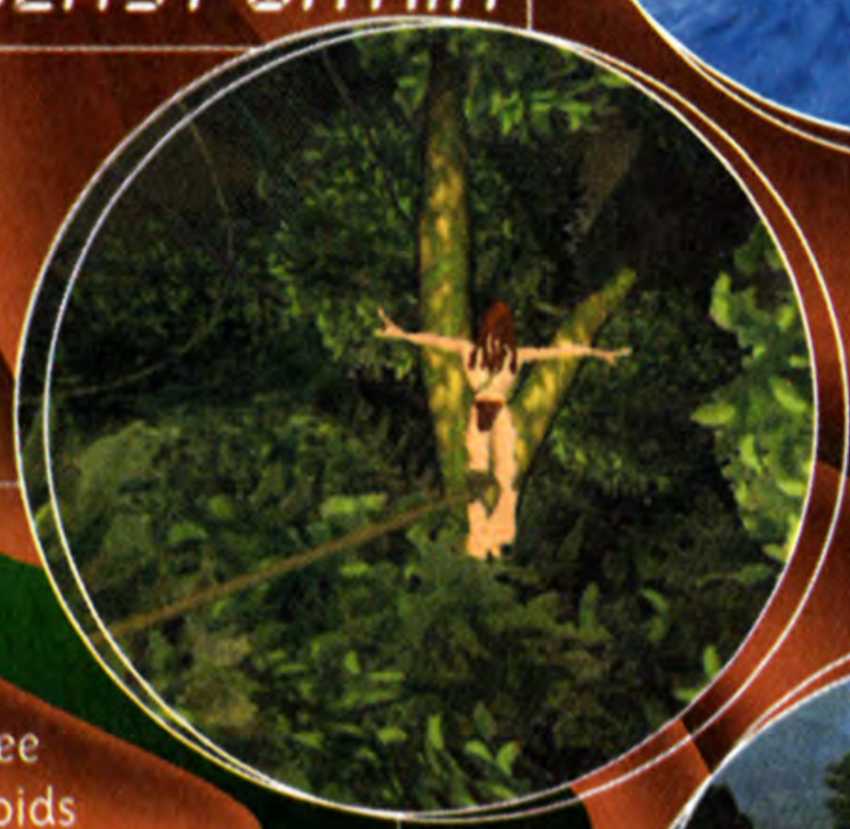
Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

Replacement Fees:

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubi.com for an updated price list.

Warranty Address and Contact Information
Email: replacements@ubisoft.com
Phone: 919-460-9778
Hours: 9am – 9pm (EST), M-F
Address:
Ubi Soft Replacements
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

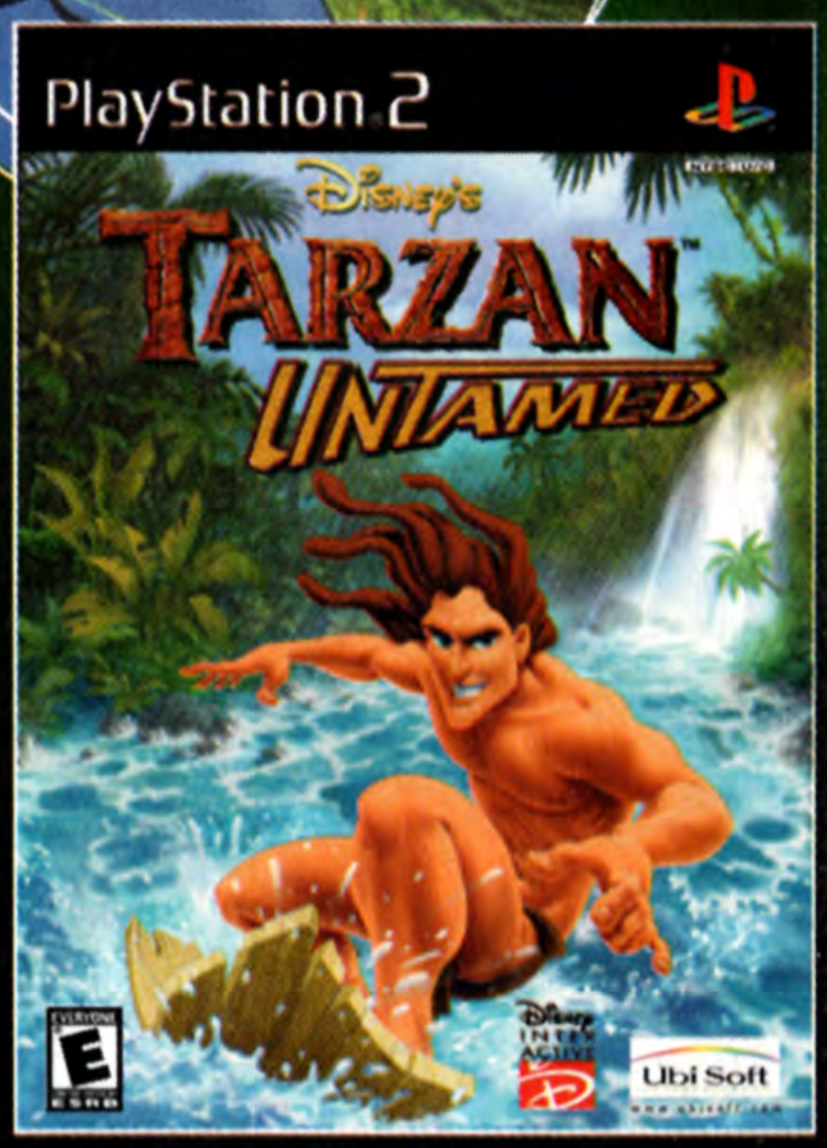
Please use a traceable delivery method when sending products to Ubi Soft.



UNTAME THE BEAST WITHIN

AS THE PRIMAL ACTION HERO TARZAN™, USE EXTREME ATHLETIC SKILLS THROUGH THE DENSE JUNGLE TO RESCUE YOUR ANIMAL FRIENDS FROM VICIOUS POACHERS.

- **Extreme Action Moves:** Bungee jump, water ski, surf raging rapids and power-slide across treacherous jungle terrain.
- **Explore Immense Worlds** like the Swamp and Elephant Graveyard, with 15 levels of wild action.
- Plunge into the **Next-Generation Graphics** of deep 3-D jungle environments.
- **Two Modes of Fun:**
  - Save the jungle with Tarzan's amazing athletic skills in Story Mode.
  - Unlock new characters & tricks in Terk's Challenge.



AVAILABLE NOW!

Disney's **PK** OUT OF THE SHADOWS

Disney Interactive

Ubi Soft Entertainment

www.ubi.com

625 Third Street, 3rd Floor
San Francisco, CA 94107

EVERYONE
E
CONTENT RATED BY ESRB

Violence

©Disney. Disney's Tarzan™ TARZAN™ owned by Edgar Rice Burroughs, Inc. And Used by Permission. ©2001 Edgar Rice Burroughs, Inc. and Disney Enterprises Inc. All Rights Reserved. ©2002 Ubi Soft Entertainment. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft Entertainment Inc. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. US AND FOREIGN PATENTS PENDING.